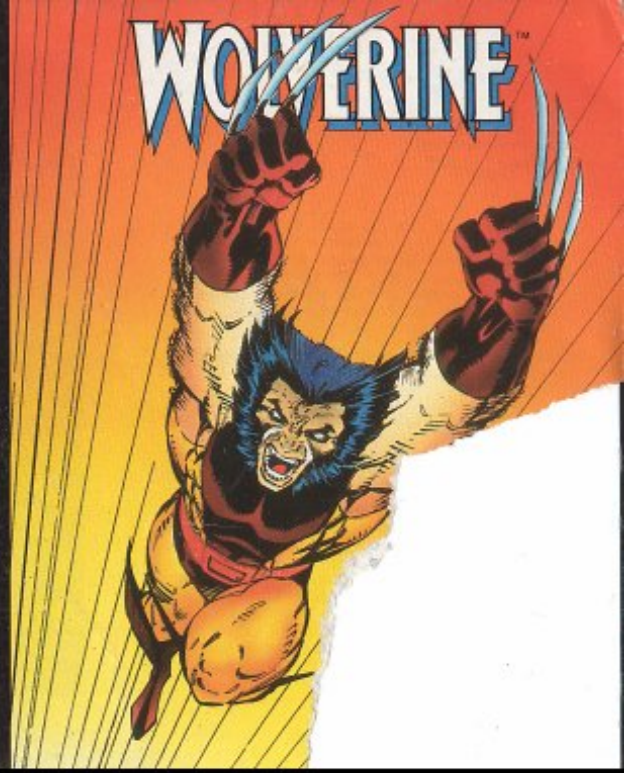
Special thanks
to

Calvin

for contributing
this manual

NES-9W-USA-1

GAME PAK
INSTRUCTIONS



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What's Gone Down

Your head is swimming. You open your eyes: palm trees. You close your fists (claws intact): sand?

It seems that you've been washed up on a deserted beach. No sign of life anywhere.

You stand up .... unsteadily. And brush the sand from your Wolverine costume.

You look around.

In one direction: water as far as the eye can see. In the other direction: low lying shrubs and palm trees...

You've only one way to go: inland.

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The Set Up

1. Make sure the power switch is OFF
2. Insert the **Wolverine**™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

TO START: Push the START BUTTON on the Player 1 controller.

FOR TWO PLAYERS: Select 2 player mode and press START.

Here's the Scene

SCORE – points you've racked up

LIVES – Wolverines left

STRENGTH BAR – when it's gone, so are you

HAVOK – HAVOK's energy

AIR – Air left (while swimming)

BERZERKER – Berzerker gauge - when it's totally red, you go stark raving mad

A Weird Welcome

It's standing there ... this monolithic, man-made, architectural monstrosity. It's right there in the middle of this deserted island.

And you're right here. You don't know how you got here. Or even where "here" is. But you're here.

There's only one thing to do. Go there. To the structure.

You walk up. A sign on the door reads "Welcome." (Yeah, right ... since when has anyone welcomed Wolverine?)

You figure it's probably another of Magneto's traps ... or maybe even the new headquarters for the Brotherhood of Evil Mutants that you've heard rumors about. So it probably wouldn't be wise to go alone.

But hey ...there's no one around to go in with you....

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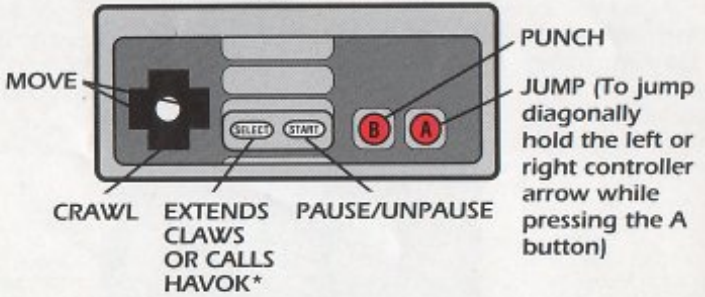
Fighting Control

The illustration shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.

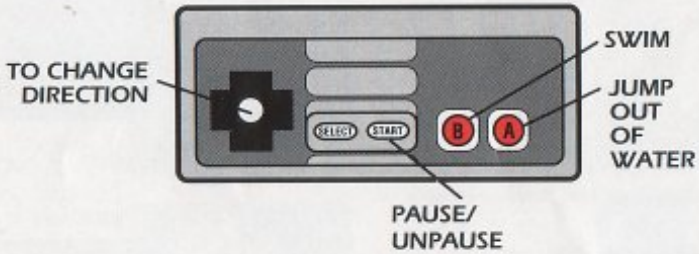
NOTE: When the strength meter is above the red, the claws extend when you press SELECT. If Wolverine's strength is below the red, Havok will come to Wolverine's aid when you press SELECT (provided you have found Havok hiding in Level 2.)

THE CONTROLLER



Swimming Control

THE CONTROLLER



NOTE: When swimming, don't forget to keep your eye on the AIR gauge.

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Sabretooth's Set-Up

Wolverine's arch enemy, Sabretooth, has created quite an elaborate trap ... actually, a building filled with elaborate traps. All in an attempt to permanently do away with Wolverine. But never underestimate the power of the Adamantium Claws... Or of Wolverine's superhuman healing powers...

Here are the nine Otherworld challenges that Sabretooth and his relentless Mutant Terrorists have created:

Level 1: The First Trial — Machinery... Electronics... and powerful Equipment. All state-of-the art. All extremely dangerous.

Level 2: Trial by Air — If you find this one to be simple, then you've undoubtedly done something wrong. This would be quite a shame, because your friend Havok was going to join you on this level.

Level 3: Trial by Traps — Don't be fooled by what looks like outdated, medieval technology. It's as deadly as it was designed to be hundreds of years ago.

Level 4: Trial by Water — An underwater maze where Wolverine will either sink or swim. Don't forget to take a deep breath.

Level 5: Trial by Terror — The thing to fear most here is fear itself. Well...OK... there are some other things to fear as well.

Level 6: Trial by Fire — A fiery inferno. With walls of fire blocking your every move. Our only advice: stay cool ... if you can.

Level 7: Into the Fortress — Silver carbonators. Spinning cyclones and bazooka-wielding bad guys. Sounds bad!

Level 8: Defeat Magneto — He's the Master of Magnetism. Don't get drawn in.

Level 9: The Final Battle — He never really thought you'd make it this far, but just in case, he planned a nasty little surprise party for you.

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Wolverine's Life Stuff

When Wolverine loses all his life force energy, he loses his life. To give Wolverine a chance to restore his energy, call on Havok. While Havok is in control, Wolverine will rest and his energy will regenerate.

Wolverine starts the game with three lives. But by collecting "ONE-UPs" (free lives) along the way, you can increase this number.

His favorite food is...you guessed it...burgers. Burgers with the works: onions, jalepeno peppers, chili sauce, pickles and cheese. Whenever you see a burger in the vicinity, make sure to grab it. It'll increase your life energy.

His favorite drink? Power Potion. Gulp down as many of these as you find. Playing Wolverine builds up quite a thirst. And Power Potions build up your strength and your BERZERKER level.

When all your lives are lost, you have the option to continue the game at the spot where you left off. You start the game with one continue option. But you can pick up more by grabbing any "FREE GAME" power-ups you find. To continue...Select CONTINUE and press the A BUTTON.

Meet Wolverine & his Friends

Real name: Logan
Occupation: Adventurer
Identity: Secret
Place of Birth: Unknown
Height: 5'3"
Weight: 195 lbs.
Eyes: Black
Hair: Black
Group Affiliation: X-Men

Like all X-Men, Wolverine is a mutant with special powers. His powers include a set of indestructible Adamantium claws implanted beneath the skin and muscles of his

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forearm. The claws are about a foot long and there are three claws on each arm.

He extends these claws at will...or occasionally involuntarily. Either way, they can cut through just about anything. One swipe alone is enough to introduce the victim to his ancestors ... his departed ancestors that is. When retracted, Wolverine's wrists appear completely normal to the untrained eye.

Another of his special powers is the ability to heal rapidly. His body regenerates damaged or destroyed cells much faster than an ordinary human. Wounds that would seriously slow someone down — like a gunshot wound to a less than vital area — might heal in about an hour. More severe wounds — ones that would have a guy pushing up daisies — might take a month or so to heal, but he always comes back...stronger and better than before.

Another less obvious but equally important Wolverine oddity is his Adamantium skeleton. This indestructible synthetic metal, Adamantium, has been infused into Wolverine's bones, leaving them impervious to attacks of all kinds.

Wolverine is subject to animalistic rages. In his own words, he says he has "berserker tendencies." They are usually brought on by intense confrontations with the enemy. The more times he strikes an opponent, the closer he gets to going berserker.

Like all X-men, Wolverine uses his powers to protect Earth and her inhabitants from the dangerous forces of Sabretooth and the rest of the Brotherhood of Evil Mutants.

HAVOK™

Real Name: Alex Summers

Occupation: Graduate student in geophysics.

Identity: Secret

Place of Birth: Honolulu, Hawaii

Group Affiliation: Reserve member of X-Men

Unique Capability: Havok possesses the superhuman ability to absorb ambient cosmic energy into the cells of his body and then transform and release it as electromagnetic waves.

This energy is so strong and so hot it can turn anything ... even air ... into plasma. (Plasma is a super-heated state of matter consisting of supercharged sub-atomic particles. (Did you get that?)

Unless he directs it otherwise, these waves emanate from his body in all directions. However, Havok himself is immune to the intense heat he creates.

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PSYLOCKE™

Real Name: Elizabeth "Betsy" Braddock

Occupation: Former fashion Model, now adventurer

Identity: Secret

Place of Birth: United Kingdom

Group Affiliation: X-Men, S.T.R.I.K.E., ally of R.C.X and Captain UK

Unique Capability: Pyslocke has extremely advanced psychic abilities including the power to read minds, communicate mentally over long distances, stun the minds of others with "mental bolts" and create illusions in the minds of others.

JUBILEE™

Real Name: Jubilation Lee

Occupation: Mallrat, party person and adventurer

Identity: Prep-School drop-out

Place of Birth: Los Angeles

Group Affiliation: X-Men

Unique Capability: Jubilee has amazing acrobatic prowess, allowing her to take even the strongest of enemies completely off guard.

She also has the ability to create plasmoids of colorful light. Jubilee has played an integral part in the reformation of the legendary mutant team of heroes.

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Now Meet the Enemy

SABRETOOTH

Real Name: Unrevealed
Occupation: Professional Assassin
Identity: Secret
Place of Birth: Unrevealed
Group Affiliation: Marauder
Unique Capability: Like Wolverine, Sabretooth also has "fast healing" abilities. He loves to hunt, fight and kill. Maybe that's why Sabretooth and Wolverine are such arch enemies.

Sabretooth possesses superhuman senses of sight, hearing, smell and taste — comparable to those of certain highly developed animals. These senses give him a definite advantage when tracking enemies.

MAGNETO

Real Name: Possibly "Magnus"
Occupation: Would-be World Conqueror
Identity: Secret
Place of Birth: Europe, exact location unknown
Group Affiliation: Brotherhood of Evil Mutants
Unique Capability: He can harness the untapped power of electromagnetic energy and make it do his bidding. He can move people, buildings, even land and weather at will when all conditions are right.

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Hot Tips

■ Your claws make you invincible, but use them sparingly because they quickly drain your energy.

■ If you're trying to leap from one spot to another... and you continually come up short, use Wolverine's super-gymnastic ability to hang over the edge on one foot.

■ Enter any and all doors you find and take whatever you can. Once you enter certain doors, you will not be admitted a second time.

■ If you need to regenerate and you've found your fellow X-man, Havok ... this is the time to do it. Let Havok take over while you regenerate. Then exchange places again so as not to use up all of Havok's every at once.

■ If a certain jump seems impossible, try kneeling and punching at the air. It could get things moving for you.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures: - Reorient the receiving antenna

- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

LJN® Hotline (516) 624-9300

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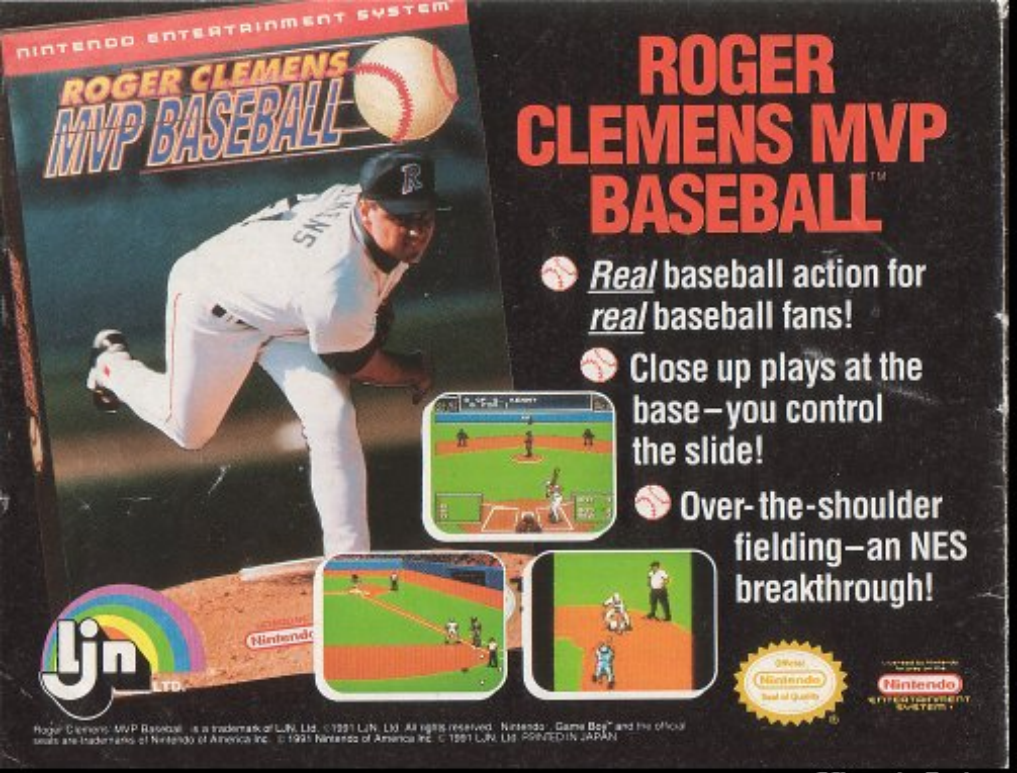

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